KML Competition Rules

Korean Mahjong League

www.kml.or.kr

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1 Introduction to the Korean Mahjong League

1.1 History of Korean Mahjong

Korean mahjong is thought to have been first introduced from China during the early Chosun Dynasty(around the 15th and 17th centuries). Unfortunately, there are very few historical records about mahjong's early development in Korea. Mahjong in Korea began to spread out at the beginning of the 20th century and at the end of the Chosun Dynasty. The style of Korean mahjong is based on the Japanese style, but it has been modified for faster playing; for example, by excluding bamboos and simplifying rules. Since the beginning, Korean mahjong has been considered a game for gambling, and most of Korean public still hold a negative image of the game.

1.2 Korean Mahjong League

Korean Mahjong League organizes and connects each mahjong group in Korea. It provides a community for mahjong players and supports newly-formed mahjong groups in the country. Since 2009, we also have made efforts to introduce Korean mahjong to international mahjong players and keep in close contact with many groups around the world.

1.3 What we do

Korean mahjong is not a popular game in Korea, or on the international stage. Korean Mahjong League tries to promote mahjong as an intellectual sport and fun hobby in Korea, hoping to increase the game's appeal. Also, the league aims to introduce Korean mahjong to the worldwide mahjong community.

Detailed information about what we do are listed below:

1. Support and provide standard mahjong rules and score-recording system
2. Provide mahjong related news inside and outside of Korea
3. Strengthen community activities between each mahjong group and/or player
4. Host and participate in international tournaments

2 General Game Rules

2.1 Overview

The Korean style of mahjong generally uses the basic rules outlined below. However, the rules can be changed to purpose, for example, quick play or specific tournament competitions, etc.

2.1.1 Basic Rules

- Two rounds (East and south prevalent wind)
- Counter bonus
- Tanyao without menzen applied
- Two or more yakuman in one hand all counted
- Liability payment for Dai sangen (big three dragon), Dai suushii (big four winds) and Suu kan tsu(Four Kongs)
- If two players declare ron at the same time (double ron), only the player nearest in order to the discarder may claim the points
- Kong dora (dora after kong), ura dora (dora after riichi) applied
- Tenpai without yaku also considered as tenpai in case of exhausted draw
- If two or more players score the same points, the player nearest to the first East wins
- No red dora tile
- No bankruptcy (butt-toby)

2.1.2 Optional Rules

- East must win to continue his East hand and add a counter bonus
- Time limit in one session

2.2 Game Progression

2.2.1 Tiles

- Winds: East, South, West, North
- Dragons: White, Green, Red
- Numbers: 1~9 bamboos, characters, circles

2.2.2 Deciding the Seats

① Put East, South, West, North tiles facing down, shuffle and draw to determine seat.
② The player who drew the East tile rolls the dice to determine temporary East.
③ The player determined as temporary East rolls the dice again, the player determined in this time becomes the first East.

2.2.3 Tiles Setting

    −   Normal Table: Shuffle the tiles, then create a two layerline with 17 tiles for each layer

    −   Automatic Table: Press the button and put all the tiles into the machine. Press button again and the fully set pile of tiles will come out. In some cases, pung or kong tiles would be poorly shuffled out. So before putting the tiles in, shuffle the tiles by hand first.

2.2.4 Initial Draw

The East player rolls the dice to determine first draw spot and dead wall. Each player draws his/her 13 tiles. East player draws one more tile after all the hands are taken, it is the first tsumo.

2.2.5 Dora

Reveal the third tile from the left side of the dead wall. The tile is the dora indicator. The next tile in the order of the dora indicator should be dora. If a player accidently reveals another tile in the dead wall before revealing the right dora indicator, the tile revealed should be returned and right dora indicator should be used.

2.2.6 Drawing and Discarding

①   The game starts when the East player discards his tile. Players draw and discard tiles in order to progress the game.

②   Before the previous player discards, the next player should not put his hand near the wall. It is recommended to draw a tile after checking for any pung or kong calls.

③   Discarding a tile is determined when the tile is placed in the discard pile. If the tile touches the table, it cannot be taken back, and also the player cannot declare tsumo or kong with the tile.

2.3 During the Game

2.3.1 Pung

When a player has two identical tiles and a matching tile is discarded, he can claim pung to take the matching tile.

①   Call out "pung"

② Open two matching tiles from one's hand

③ Place the 'pung' tiles---two from one's hand and one from discard pile---at the corner on one's right., face up.

④ Discard a tile from one's hand.

2.3.2 Kong

When a player has four identical tiles, draws a matching tile which the player already declared a pung, or has three identical tiles and a matching tile is discarded, then the player can declare kong. A player cannot declare kong right after declaring pung or chow within one turn. However, a player can declare kong right after declaring kong within one turn.

2.3.2.1 Concealed Kong

① Call out "kong", and open four identical tiles from the hand.

② Place the 'kong' tiles at the right side of the corner. Flip two outer tiles to face-down, let two inner tiles faced-up, to indicate a concealed kong.

③ Open a new kong dora indicator.

④ Draw a tile from the dead wall.

⑤ Discard a tile from one's hand.

2.3.2.2 Melded Kong

① Call out "kong", and show four identical tiles.

② Place the 'kong' tiles at the right side of the corner. Melded kong should be indicated as appropriate

③ Open a new kong dora indicator.

④ Draw a tile from the dead wall.

⑤ Discard a tile from one's hand.

2.3.3 Chow

Chow can only be claimed for the tiles discarded by the player on one's left.

① After checking that there is no pung, kong, or ron for the discard, chow can be declared by calling out "chow".

② Open two appropriate tiles for chow from one's hand

③ Place the 'chow' tiles at the corner on one's right.

④ Discard a tile from one's hand.

2.3.4 Priority of Pung, Kong, Chow, and Ron

① Pung or kong take priority over chow when the calling occurred at the same time, otherwise the faster caller takes priority. Ron always gets the priority in any case.

② If two or more players call for ron is not at the same time, a late call for ron is ignored.

2.3.5 Limits to Pung, Kong, and Chow

① A player cannot declare pung, kong, or chow to the last discard of the game.

② Swap-calling: If a player declares chow or pung with an already completed set, he cannot discard the tile which is identical or a tile that would also create a run. (dead hand)

－ For example, if a player declares chow with discarded 6 character and 7, 8 characters from his hand, he cannot discard a 6 or 9 character at that turn. If he does, he cannot declare win in that hand.

2.3.6 Points on the Table

① A player who wins the hand takes all the points on the table (e.g., riichi or penalty).

② If there are any points on the table left at the end of the game, the winner (first ranking) takes the points.

2.4 Riichi

① A player can declare riichi when he or she has a concealed waiting hand.

② Call out "riichi", and lay 1000 points on the table in front of his discards and discard a tile turned aside to indicate a riichi discard.

③ A player with a furiten hand can declare riichi.

④ A player without a waiting hand can declare riichi, but if the game is a draw, it will be penalized with a chombo.

⑤ If the game is drawn, the 1000 points are left on the table until a game is won when the winner will claim all points on the table.

⑥ A player may declare a concealed kong after he declares riichi but he must not change the pattern of the hand or the wait. If the player does change the wait of the hand, this will result in a chombo.

⑦ The 1000 points goes back to the riichi declarer if a player gets a chombo penalty after riichi declaration.

2.5 Winning a Game

2.5.1 Mahjong on a Discard (ron)
① A player who can form a valid hand with a discard from another player, can win by clearly declaring "ron". In the case of ron, the player who discarded the last tile pays all points to the winner.

2.5.2 Mahjong on Self-Draw (tsumo)
① A player who can form a valid hand with a tile drawn from the wall, can win by clearly declaring "tsumo".
② If the player did not keep the winning tile apart from the rest of the hand (if other players cannot see which was the winning tile), the lowest yaku and fu which can be calculated from that hand are applied. (e.g., pinfu would not be applied in this case)

2.5.3 Furiten
① Normal furiten: if a waiting player can form a complete hand using one of his previous discards, he is not allowed to claim a win on a discard (ron).
② Temporary furiten: If a player did not claim ron that completes his hand, he cannot claim ron in the current go-around.
③ Furiten during riichi: If a player did not claim ron after he declares riichi, he cannot claim ron after that.

2.5.4 Liability Payment
A liability payment means that a player who's discards result in another player creating a yakuman (Dai Sangen or Dai sushi), that player should pay a certain portion of the yakuman. If a player with yakuman forms a valid mahjong hand by tsumo, the player who discarded the last tile that formed the yakuman pays all the points. If the player with yakuman forms a valid mahjong hand by ron, the player who discarded the last tile and the player who discarded the last tile that formed the yakuman pay the same amount of points.
① Liability payment for Dai Sangen: If a player pungs or kongs the last dragon tile to achieve Dai Sangen, the player who discarded the last dragon tile is subject to a liability payment.
② Liability payment for Dai suushi: If a player pungs or kongs the last wind tile to achieve Dai Suushi, the player who discarded the last wind tile is subject to a liability payment.
③ Liability payment for Suu Kantsu: If a player kongs the fourth melded kong to achieve Suu Kantsu, the player who discarded the last kong tile is subject to a

liability payment.

2.5.5 Two or three players claim ron
The atamahane rule is used.
① Atamahane: if two or three players claim ron at the same time, only one player wins the game. The winner is the one who sat closer in counter-clockwise direction to the player who discarded the last tile.

2.6 Counters

① If the East wins the game or the game is drawn, then a counter is placed on the table.
② All counters are removed when a player other than East declares a win.
③ A counter is laid out by East using a 100 point stick. Each counter on the table increases the value of a winning hand by 300 points. However, when in the event of a chombo, a counter should not be laid on the table.
④ When East wins the last game of the second round, he should set a counter and continue the game. He can choose to continue the game or finish the game when he gets the most points.

2.7 Draws

2.7.1 Types of Draws
① When all tiles in the wall are drawn by players

2.7.2 East Rotation
① When East does not have complete hand after all tiles in the wall are drawn by players
② When East doesnot win the game (in case when East must win to continue his East hand and add counter bonus rule is used)
③ For the cases above, the game ends when that game is the last game.

2.7.3 Fake Tenpai
Fake tenpai refers to a player with awaiting hand (tenpai) but without any yaku. When the game is drawn, a player with fake tenpai is considered to be tenpai.

2.7.4 Noten Penalty
When the game is drawn after all tiles are drawn from the wall, players who do

not have a waiting hand (noten) pays a noten penalty. The total noten penalty amounts to 3000 points, and this noten penalty is shared by the players with waiting hands (tenpai).

2.8 Scoring

2.8.1 Checking scores

All players have the responsibility of counting their own scores. However, we recommend to check scores when the south round begins and when the fourth game of the south round begins to save time.

Others

fan / fu	3	4	5	6	7 Mangan	13~14 Sanbaiman
20	700 / 200 / 400	1300 / 400 / 700	2600 / 700 / 1300	5200 / 1300 / 2600	8000 / 2000 / 4000	24000 / 6000 / 12000
30	1000 / 300 / 500	2000 / 500 / 1000	3900 / 1000 / 2000	7700 / 2000 / 3900	8~9 Haneman	15~ Yakuman
40	1300 / 400 / 700	2600 / 700 / 1300	5200 / 1300 / 2600	Mangan	12000 / 3000 / 6000	32000 / 8000 / 16000
50	1600 / 400 / 800	3200 / 800 / 1600	6400 / 1600 / 3200	Mangan	10~12 baiman	
60	2000 / 500 / 1000	3900 / 1000 / 2000	7700 / 2000 / 3900	Mangan	16000 / 4000 / 8000	
70	2300 / 600 / 1200	4500 / 1200 / 2300	mangan	Mangan		

East

fan / fu	3	4	5	6	7 Mangan	13~14 Sanbaiman
20	1000 / 400	2000 / 700	3900 / 1300	7700 / 2600	12000 / 4000	36000 / 12000
30	1500 / 500	2900 / 1000	5800 / 2000	11600 / 3900	8~9 Haneman	15~ Yakuman
40	2000 / 700	3900 / 1300	7700 / 2600	Mangan	18000 / 6000	48000 / 16000
50	2400 / 800	4800 / 1600	9600 / 3200	Mangan	10~12 baiman	
60	2900 / 1000	5800 / 2000	11600 / 3900	Mangan	24000 / 8000	
70	3400 / 1200	6800 / 2300	mangan	Mangan		

2.8.2 Calculating Scores

① Players start with 30,000 points. At the end of the game, count the score by the following method:

$$(\text{points} - 30{,}000) / 1{,}000 + \text{rank score}$$

② Rank score (uma) is 1st 20, 2nd 10, 3rd -10, 4th -20.

2.9 Players with the same score

If more than two players have the same score when the game ends, the following is possible.

① The player closer to the first East gets higher rank and rank score.

3 Fouls and Penalties

3.1 Applying Penalties

A foul can be declared after the first tile is discarded. When the winner claiming and a chombo penalty occurs at the same time, ignore chombo to declare win.

3.2 Minor Penalties

3.2.1 Minor Penalties

Minor penalty is applied when a player violates minor flaws which affects a little influence to the game.

3.2.2 Penalties for Minor Penalties

A player who makes a minor penalty places 1000 point on the table.

3.2.3 Instances when Minor Penalty is Relevant

① Calling out pung, chow, or kong by mistake

3.3 Dead Hand

3.3.1 Dead Hand

Fouls that affect the player oneself only

3.3.2 Penalties for a Dead Hand

The player who has a dead hand is not allowed to declare a pung, kong, chow, and win (nagashi mangan included), and can never be considered tenpai. When the player declares a pung, kong, chow, or win, chombo is applied. But it is not chombo for invalid riichi, when the dead hand is declared after the legal riichi.

3.3.3 Instances when a Dead Hand is Declared
① Making invalid pung, kong, chow, or riichi
  - Calling error only is not dead hand
  - Dead hand is determined for pung, kong, chow, after the opening invalid tiles
② Holds invalid number of tiles in hand(more or less, declared kong counts as 3 tiles)
③ Declaring a swap-calling
④ Calling out riichi, or ron by mistake

3.4 Chombo

3.4.1 Chombo
Fouls that affects the whole hand, and interferes the proper playing process.

3.4.2 Penalties for Chombos
The Chombo penalty is recorded to apply 10 winning points after the game ended. All hands are cancelled and riichi points and minor penalties are retrieved. The entire hand is replayed.

3.4.3 Instances when Chombo is Declared
① Exposing 5 or more tiles from draw piles (when one player exposes 5 or more tile in one hand, chombo is declared)
② Declaring a win without yaku
③ Sneaking a look at other players' hand
④ Declaring noten riichi, riichi that is not tenpai (declared after the nagashi to verify tenpai)
⑤ Declaring a win on a discard when furiten (furiten ron)
⑥ Exposing other players' hands
⑦ Declaring kong which changes the composition pattern after riichi

3.5 Disqualification

Disqualified player cannot participate in the rest of the game or tournament. Disqualification is declared when;
① Taking tiles using illegal manners (without tsumo, pung, kang, chow)
② Using signals or signs to communicate other players for demanding tiles

③ Using improper language or not following proper etiquette

④ Any improper activity that the referee determines to be worth disqualification

4 Yaku Lists

4.1 1 yaku

① Riichi [1yaku] [concealed hand only]

② Fanpai (Dragon Pung, Seat/Prevalent Wind) [1yaku] [seat & prevalent wind stacks]

③ Tanyao chuu (All Simples) [1yaku] [concealed hand only selective]

④ Pinfu [1yaku] [concealed-hand only, no minipoints except tsumo (two-sided wait, valueless pair(head)]

⑤ Menzen Tsumo (Fully Concealed Hand) [1yaku] [concealed hand only]

⑥ Ippatsu [1yaku]

⑦ Iipeikou (Pure Double Chow) [1yaku] [concealed hand only]

⑧ Haitei tsumo (Bottom of the Sea) [1yaku]

⑨ Haitei ron (Bottom of the Sea) [1yaku]

⑩ Rinchan kaihou (After a Kong) [1yaku]

⑪ Chan kan (Robbing a Kong) [1yaku]

4.2 Terminals

① Chanta (Outside Hand) [2yaku/1yaku]

② Junchan (Terminals All Sets) [3yaku/2yaku]

③ Honroutou (All Terminals and Honors) [2yaku]

4.3 Pungs

① Toi-toi hou (All Pungs) [2yaku]

② San ankou (Three Concealed-Pungs) [2yaku] [ron makes melded pung, not counted for this yaku]

③ San shoku dokou (Triple Pung) [2yaku]

4.4 Chows

① Itsu, Ikki tsukan (Pure Straght) [2yaku/1yaku]

② San shoku doujun, San shoku (Mixed Triple Chow) [2yaku/1yaku]

③ Ryan peikou (Twice Pure-Double Chow) [3yaku] [concealed-hand only]

4.5 Chii toitsu

① Chii toitsu (Seven Pairs) [2yaku] [two identical-pairs not counted]

4.6 Colors

① Honitsu (Half Flush) [3yaku/2yaku]

② Chinitsu (Full Flush) [6yaku/5yaku]

4.7 Dragons

① Shou sangen (Little Three Dragons) [2yaku]

4.8 Riichis

① Daburu riichi (Double Riichi) [2yaku]

4.9 Kongs

① San kan tsu (Three Kongs) [2yaku]

4.10 Special yaku

① Nagashi mangan (Nagashi mangan) [mangan] [counts as winning yaku, in case of double/triple nagashi mangan it gives priority to the player near to the last discard]

4.11 Yakuman

① Chinroutou (All Terminals) [yakuman]

② Tsuu iisou (All Honors) [yakuman]

③ Ryuu iisou (All Green) [yakuman] [can claim without green dragon (batsu)]

④ Dai Sangen (Big Three Dragon) [yakuman]

⑤ Shou suushii (Little Four Wind) [yakuman]

⑥ Tenho (Blessing of Heaven) [yakuman]

⑦ Chiho (Blessing of Earth) [yakuman]

⑧ Renho (Blessing of Man) [yakuman] [declaring ron before the first draw in the first round]

⑨ Suu kan tsu (Four Kongs) [yakuman]

⑩ Suu ankou (Four Concealed Pungs) [yakuman]

⑪ Koku shimusou (Thirteen Orphans) [yakuman]

⑫ Chuuren pooto (Nine Gates) [yakuman] [concealed hand only, all numbers available]

⑬ Dai sushi (Big Four Wind) [yakuman]

⑭ Dai sharin [yakuman] [all numbers available]